

W
r
i
t
t
e
n

b
y

B
e
t
t
y
c
a
t

N
o
t

f
o
r

R
e
s
a
i
e

What is the Meaning of Life?

WRITTEN BY BETTYCAT

Edited by Keith Plunkett

Copyright © 1998 Betty A. Pietro, Eastlake, Ohio

This is a totally unauthorized book.

Panasonic has ownership of the trademarks and copyright of the game

Monty Python's The Meaning of Life

The trademarks "Monty Python" "Python" are property of
Python LTD, London, England

TABLE OF CONTENTS

INTRODUCTION.....	4
FREQUENTLY ASKED QUESTIONS.....	6
CHAPTER ONE.....	6
CHAPTER TWO.....	7
<i>Material.....</i>	7
<i>Spiritual.....</i>	8
<i>Dental.....</i>	8
CHAPTER 3.....	10
<i>The Cottage.....</i>	10
THE PUZZLES-ACT ONE.....	11
<i>Mr. & Mrs. Hendy have a Conversation.....</i>	11
<i>You Don't Know John.....</i>	12
LIVE ORGAN TRANSPLANTS.....	12
<i>Mr. Creosote's Dinner.....</i>	12
<i>Preparing the food in the cabinet.....</i>	12
THE PUZZLES-ACT TWO.....	13
MATERIAL.....	13
MINE MAZE.....	13
MAP FOR THE MINE.....	15
THE PUZZLES-ACT TWO.....	16
SPRITUAL.....	16
<i>The Rotating Tomb.....</i>	16
<i>The Pharaoh's Curse.....</i>	17
<i>Doom in the Cathedral.....</i>	17
<i>The Bruce Buddhas.....</i>	17
THE PUZZLES-ACT THREE.....	18
THE COTTAGE.....	18
<i>The Picture puzzle.....</i>	18
<i>The Organ Hints in the Game.....</i>	18
<i>The Organ Walk thru.....</i>	18
<i>The Sliding Breast Puzzle.....</i>	20
<i>The Demo Game.....</i>	21
<i>Cheese on the Platter.....</i>	21

EGGS & CHEATS	22
EGGS:.....	22
CHEATS:	24
HELP!!!! I CAN'T GET IN THE ATTIC	27
WALK THRU	28
CHAPTER ONE.....	30
<i>THE MIRACLE OF BIRTH</i>	30
<i>GROWTH AND LEARNING</i>	31
<i>FIGHTING EACH OTHER</i>	32
<i>MIDDLE AGE</i>	33
<i>LIVE ORGAN TRANSPLANTS</i>	34
<i>AUTUMN YEARS</i>	35
<i>DEATH</i>	36
CHAPTER TWO	37
<i>MATERIAL</i>	37
<i>SPRITUAL</i>	40
<i>DENTAL</i>	40
CHAPTER THREE	44
<i>THE COTTAGE</i>	45
<i>Attic</i>	50
THE MEANING OF LIFE-THE SONG.....	51

W
 N
 o
 t
 f
 o
 r
 R
 e
 s
 a
 l
 e

 b
 y

 B
 e
 t
 t
 y
 c
 a
 t

Since the dawn of time, when mankind's earliest ancestors crawled forth from the primordial ooze, towelled off, ate lunch, then set about evolving in earnest, one question has transfixed us more than any other: **What is the Meaning of Life?**

Act One will take you from Birth to Death. You will navigate through scenes from the original film, interacting with the original characters, solving puzzles, watching clips, and playing such thoroughly important games as You Don't Know John, Live Organ Transplants, Mealtime With Mr. Creosote and the Hendys Conversation Game.

Act Two is the Spiritual, Material and, yes, Dental components of life which will take you on a fascinating, highly challenging, and always hilarious quest through the theoretical and practical foundations of existence itself!

Act Three is the final part of our game, and it gets personal. You will be searching wildly for clues and signs, in a cottage that is very Pythonistic. You are advised to keep your hankies handy for the grand climax of the game where your innermost secrets are revealed and explained!

Throughout the game you will be confronted with moral dilemmas which require wisdom to solve and the answers to which have a profound effect on the outcome of the game.

W
r
i
t
t
e
n
b
y
B
e
t
t
y
C
a
t

MONTY PYTHON

THE MEANING OF LIFE

N
o
t
f
o
r
R
e
s
a
i
e

Frequently Asked Questions

Chapter One

How do I Get the Grim Reaper to Move?

- Click on the Clouds to the left of the house 2 times
- Click on the Tree 3 times
- Click on the leaves
- Click on the Mausoleum
- Click on the 5 statues
- Click on the Grim Reaper 3 times

How do I Prepare the Food in the Cabinet?

Put all ingredients (onion, water, dill, cream, salmon, and gelatine) in the bowl, do not use the blenders

Frequently Asked Questions

Chapter Two

Material

How do I get the Pantomime horse?

- Go to Nature Preserve
- Click on the foliage until you see the Pantomime horse
- Use the chainsaw on the foliage until the chainsaw breaks
- Click on the phone, Click on the #1 on the phone
- Place the Victrola on the ruins
- Try to grab the horse, a Seal will appear, Use the Friar on the Seal 3 times
- Give the Raspberry to the Greenpeace guy

How do I find the mine?

- Go to the farm
- Turn the farm into a battle ground by doing the following
- Click on the ground below where the cow is licking the fence, a farm women will appear
- Click on dog, cat, cow, sheep, squirrel, and haystack
- Click on dog, cat, cow, sheep, squirrel, and haystack again
- Keep clicking on them until they turn into weapons
- Click on the women until she becomes a weapon
- Keep clicking on the tractor until it leaves, leaving behind Missiles
- Click on the Missiles

How do I get the guard in the palace to like me?

Give him Angel of Love from Spritual World

Frequently Asked Questions

Spiritual

Where do I get a steak dinner for Gandhi?

In the Pharaoh's tomb after you lift the curse

Where is the Pharaoh' tomb?

- Go to Egypt
- Go in the door
- Click on the refrigerator
- Click the Panel
- Click Triangle to open secret door to the Tomb
- The Tomb is the new entrance to the building, two doorways to your right

How do I get Karl Marx to drink?

Give him "Paul's Party Punch"

- Tequila
- Gin
- Vodka
- Sherry
- Fermented Milk

What do I do in the Zen Garden?

- Just sit there and do nothing
- Do not move the mouse for about a minute or two
- Get Moist Towelette
- Wait again.
- Do not take the Towelette this time, don't move, keep waiting.
- Get the Rubber Hose of Purity

Where is the Cathedral?

Go to Gumby World, Put Giant Frog on Lily Pad

Frequently Asked Questions

How do I find Moses?

- First you must find the Bishop, did you here some strange music (bah-da-da-da-dah bah-dah-dah) in some locations?
- Go to the Cathedral, Click Floor below the green archway
- Click the window of Wedding Chapel in Hell, see the wedding, Click the window again
- Go in the Catholic Church, Click on the organ, Click on the Vicar
- Go to Bruce Buddha World, Click water near where the waiter's feet are sticking out, Click on the Vicar
- Get the Bishop's Mitre
- Put the Mitre on hatless Buddha

What do I do in the shooting gallery in the Cathedral?

The secret to this shooting gallery is that you have to be quick, memorize how many shots it takes to kill someone so you won't waste your time either waiting to see if they die or wasting time shooting them more than need be.

For example: it takes two shots to kill the Jehovah's Witness, shoot him twice and move on, don't wait to see if he dies, it takes 3 shoots to kill the nun, and so forth.

The object is not to have the doorways fill and to try to only have no more then two doors open at a time.

What does the Guru want?

Give him the Ultimate Wealth from Material World

Chapter 2

Dental

My screen is black!!!

Use Enlightenment from Spritual World

Frequently Asked Questions

Chapter 3

The Cottage

What is the password to Timmy the Computer?

- Listen to the Story told by the plaque with four heads. (to the left of the blue curtain)
- Watch the video on the telly, pay attention to the name
- ngata

I listened to the story told by the carving in the book case by the fireplace, how do I make the phone stop ringing?

- First answer the phone by the door
- Listen to more of the story
- Go to Timmy, the computer, answer the phone next to the computer

How do I make the mouse run on the wheel?

Do not use the mouse, use an elephant

Which cheese do I put on the pedestal?

You don't use cheese, use a peanut

What does each appliance do in the Demo Game?

Appliance 1 is a warmer
Appliance 2 is a chopper
Appliance 3 is a whipper
Appliance 4 is a can opener
Appliance 5 is a chiller
Appliance 6 is a mixer

I can't use the shovel on the X on the beach

Do not go out the door to the beach until you have the shovel and Mr.Blowhard, if you do you will not be able to finish the game.

I hope you have a saved game from before you went out the door!

What order do I place the cheese on the platter?

The correct order can be found in the "Shaka" computer.

The Puzzles-Act One

Mr. & Mrs. Hendy have a Conversation

Topic: Our Endangered Ocean Ecosystem

- Repeat the first sentence Mrs. Hendy says 5 times.
- Rhyme the first sentence Mrs. Hendy says 6 times.
- Pick the answer that has words that start with the same letter as Mrs.Hendy's first sentence 5 times.

Here is the conversation:

Otters are nice and I think they are cute.

This conversation is great.

We went to the circus once.

I like peanut butter.

Oh, there must be plenty of them

*At this point in the conversation you will get a bale of Hay
Give the Hay to the cow and in return get a pot of Manure!*

Meow O' Meows

Thighs, hey thighs

Poodles and poodles!

Mmm, mmm, mmm

Ooh farty-farty

You will now see a Rat, click on the rat and a pipe will drop down. The rat will run up the pipe. Click on the pipe, you will get a drop of water in the pot of manure.

Sure, super surprises sometimes are swell.

Some seem small on my super stretchy stomach.

Gosh, goiters are gooshy and gross.

Hoo-hoo, ha-ha, hilarious, hilarious, humor.

Can't completely conclude this conversation.

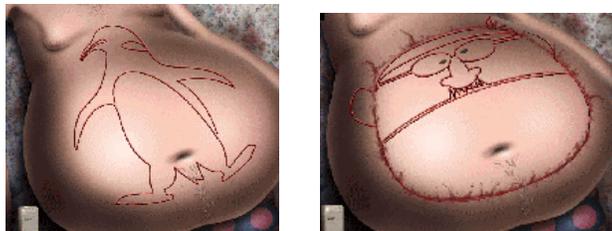
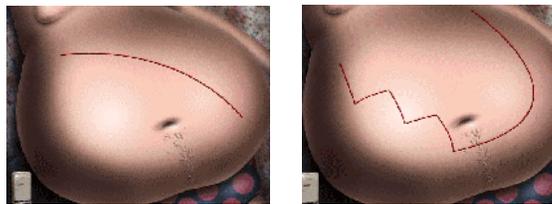
You will now get a Dam, click on it 2 times to get the light to make the Dill grow, take the Dill..

You Don't Know John

- Answer the Final John Questions, and wait until there is only one answer to choose from
- You must get your name into the list of "Pantheon of Terribly Smart People", which requires a score greater than 400. If you don't make the list, play again

LIVE ORGAN TRANSPLANTS

You will have to perform five surgeries in order to place the liver in the patient. Each surgery will have its own pattern. Go slow and follow the dotted line, move from space to space but don't get ahead of the lines. I used the scalpel for the first four, but found out I had better luck with the jack hammer on the last pattern.



Mr. Creosote's Dinner

- * It's a balancing puzzle.
- * The dishes are weighted.
- * A triangle is 1, a square is 2, a circle is 3, and a rectangle is 4.
- * You can only have the dishes off-balance by 2 in either direction.

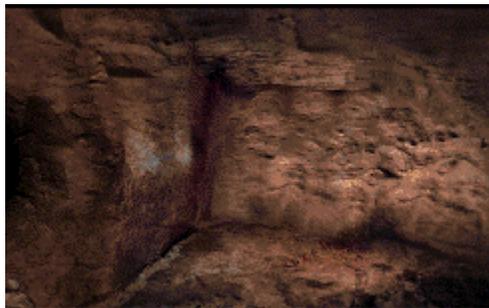
Preparing the food in the cabinet

Put all ingredients (onion, water, dill, cream, salmon, and gelatine) in the bowl, and do not use the blenders.

The Puzzles-Act Two Material

MINE MAZE

I have numbered the mine maze holes that are on the wall. The way I numbered them was to start by the area in the room with the support beam, then go clockwise around the room (right to left) Holes that are up are on the ceiling and holes that are down are on the floor. I have also told you when you need to use the Scotsman to blow new holes. The picture below shows you the starting point of the numbering system.



Enter the mine

Blow a hole and go thru

Blow 3 holes go thru hole #3 of 4

Blow a hole and go thru (This will be hole #2 of 2)

Blow 2 holes, go thru hole #2 of 3

Blow a hole and go thru (This is hole #1 of 2)

Get Chinese Translation of the World's Funniest Joke

Go down and blow a hole in the floor, go thru it

Blow 2 holes in the wall, go thru hole #2 of 2

Blow a hole and go thru (This is hole #2 of 2)

See the Chinese Beast, give it the Chinese Translation

Blow a hole in the wall and go thru (This will be #2 of 2)

Get the German Translation of the World's Funniest Joke

Go thru hole #1 of 1

Go thru hole #1 of 2

Go thru hole #1 of 2

Go thru hole in ceiling

Go thru hole in the wall

Go thru hole #2 of 2

Go thru hole # 1 of 3

Go thru hole # 1 of 2

Go thru hole # 4 of 4

See the German Beast and give him the German Translation

Blow a hole and Go thru hole # 1 of 2
Go thru hole # 3 of 4
Go thru hole # 2 of 2
Go thru hole #2 of 3
Go thru hole #1 of 2
Go up and blow a hole in the ceiling, go thru this hole
Blow a hole in the wall and go thru
Blow a hole in the wall, Go thru hole # 1 of 2
Get the French Translation of the World's Funniest Joke
Go thru hole #1 of 1
Go thru hole #2 of 2
Go down and go thru hole in the floor
Go thru hole on the wall
Go thru hole #2 of 2
Go thru hole #1 of 3
Go thru hole #1 of 2
Go thru hole #4 of 4
Go thru hole #2 of 2
Blow a hole and go thru (this is hole #2 of 2)
Blow a hole and go thru (this is hole #2 of 2)
Blow a hole and go thru (this is hole #2 of 2)
Blow 2 holes and go thru #3 of 3
See French Beast, give it the French Translation
Blow a hole and go thru (this is hole #2 of 2)
Go up and blow a hole in the ceiling, go thru this hole
Blow a hole on the wall and go thru
Blow a hole and go thru (this is hole #1of 2)
Blow a hole and go thru (this is hole #1of 2)
Get Arabic Translation of the World's Funniest Joke
Go thru hole in the wall
Go thru hole #2 of 2
Go thru hole #2 of 2
Go down and go thru hole in the floor
Go up and go thru hole in the wall
Go thru hole #1 of 2
Go thru hole #1 of 3
Go thru hole #1 of 2
Go thru hole #3 of 4
Go thru hole #2 of 2
Go thru hole #3 of 3
Blow a hole and go thru (This will be hole #2 of 2)
Blow a hole and go thru (This will be hole #2 of 2)

N
O
t
f
o
r
R
e
s
a
i
e

t

See the Arabic Beast, give it the Arabic Translation

You may at this point be able to blow a hole to get to the Palace, if you can't then:

Go thru hole in the wall

Go thru hole #1 of 2

Go thru hole #1 of 2

Go thru hole #1 of 3

Go thru hole #1 of 2

Go thru hole #3 of 4

Go thru hole #2 of 2

Go thru hole #3 of 3

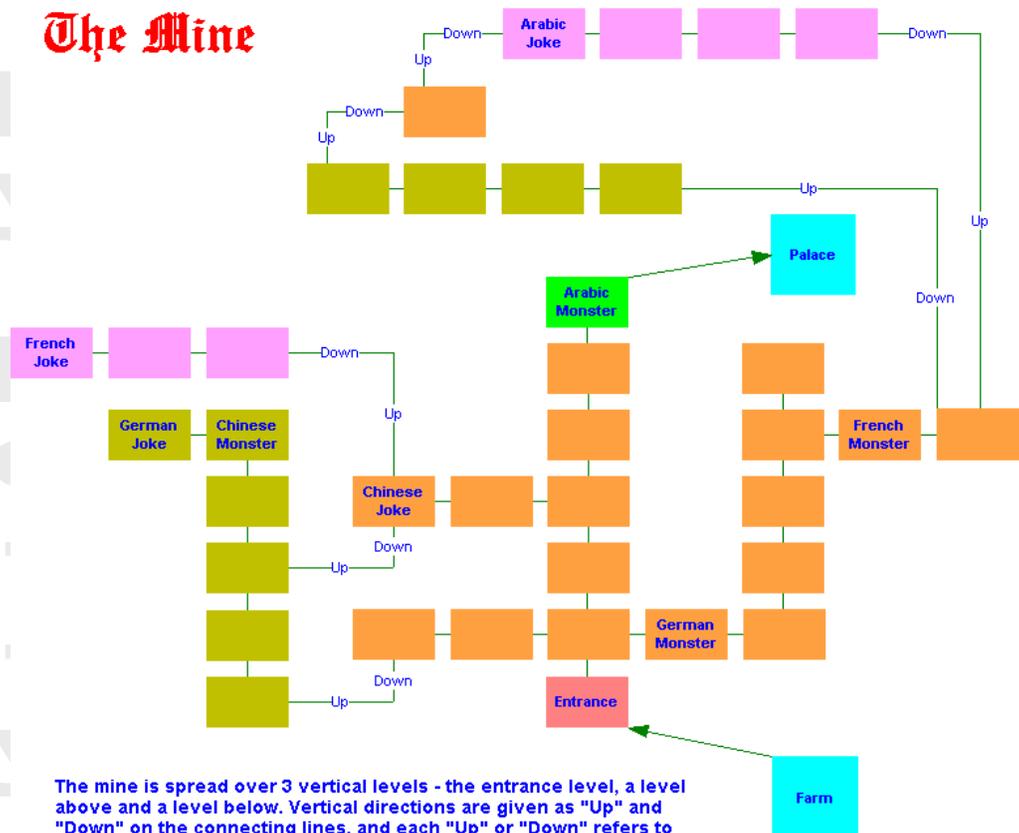
Go thru hole #2 of 2

Go thru hole #2 of 2

Blow a hole in the wall go to the Palace

CONGRATULATIONS YOU MADE IT!!!

The Mine



The mine is spread over 3 vertical levels - the entrance level, a level above and a level below. Vertical directions are given as "Up" and "Down" on the connecting lines, and each "Up" or "Down" refers to the direction from the room to which the line segment is connected. Rooms on each level (apart from the entrance and exit rooms which have their own colours) are colour coded as follows:-

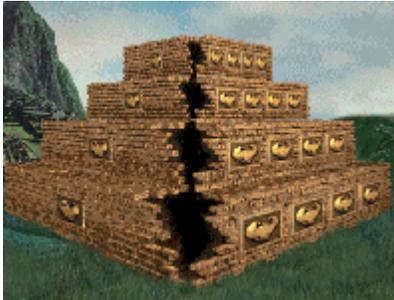
Upper Level Entrance Level Lower Level

In each room depicted on the map, the mine support beams are in the lower right corner (just as the entrance is).

The Puzzles-Act Two Spritual

The Rotating Tomb

You need to click on the different layers of the tomb to have it open and look like this:



I have numbered the layers starting at the top:

1,2,3,4

1--Rotates 1 twice and 2 once

2--Rotates 2 twice and 3 once

3--Rotates 3 twice and 1 once

4--Resets the Puzzle

SOLUTION:

Click once on each section in this order:

1,3,1,1,1,3,3,2,2,2

The Pharaoh's Curse

* Listen to the Gumbys.

- The combination is: Hedgehog, Larch, Mrs. Trepidatious, Spam, Ocarina.

Doom in the Cathedral

* The secret to this shooting gallery is that you have to be quick. Memorize how many shots it takes to kill someone so you won't waste your time either waiting to see if they die or shooting them more than need be.

* For example: it takes two shots to kill the Jehovah's Witness, so shoot him twice and move on without waiting to see if he dies. And it takes 3 shoots to kill the nun, and so forth.

* The object is not to have the doorways fill and to try have no more than two doors open at a time.

The Bruce Buddhas

Take a look at the hats of each Buddhas, they have to be on each Buddha in this order. After you have done that press the red button on the first Buddha.



The Puzzles-Act Three

The Cottage

The picture puzzle

The object of this game is to have all female pictures, except Gumbly
Click the Upper Left Picture
Click the Upper Middle Picture
Click the Upper Right Picture

The Organ Hints in the Game

Read the Poem
Study the Concerto
Read the book How to Play the Organ

The Organ Walk thru

First Time at the Organ
Put the Concerto on the organ
Put the Poem on the organ
Press the red arrow, which is the record button

- **Click the foot**
- **Click "Y" Key (Now listen to this)**
- **Click the weight**
- **Click "E" Key (You Bastard)**
- **Click the rose**
- **Click "S" Key (I do wish you'd pay attention)**
- **Click the weight**
- **Click "Z" Key (It's perfectly simple)**
- **Click the foot**
- **Click "I" Key (Get out)**
- **Click the weight**
- **Click "T" Key (It's swell to have a stiffy)**
- **Click the rose**
- **Click "F" Key (Don't be shy)**
- **Click the weight**
- **Click "L" Key (This is for your benefit)**
- **Click the foot**
- **Click "Q" Key (Right off you go)**

Click the black arrow, which is the playback key
Listen to the words play back

W

Second Time at the Organ

Put the parrot on the perch

Press the red arrow to record

- **Click the foot**
- **Click the "Y" Key (Now listen to this)**
- **Click the weight**
- **Click the "V" Key (ooo shit)**
- **Click the rose**
- **Click the "Q" Key (We're destitute)**
- **Click the weight**
- **Click the "A" Key (What do I do?)**
- **Click the foot**
- **Click the "I" Key (Get out)**
- **Click the weight**
- **Click the "G" Key (Sex, Sex, Sex)**
- **Click the rose**
- **Click the "D" Key (Stay here)**
- **Click the weight**
- **Click the "O" Key (oooo You are so big)**
- **Click the foot**
- **Click the "Q" Key (Right, off you go)**

Click the black arrow, to play back

Click on the Parrot, he will repeat what was played

B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

The Sliding Breast Puzzle



You don't have to solve the picture, just move the breast around

1st-top row, third from the left then click on it



2nd-second row, second from the left then click on it



3rd-Top row, second from the left then click on it



4th-Bottom row, third from the left then click on it



The Demo Game

Place the recipe on the easel

Place water in appliance 1, Place the end results in appliance 6

Place the onion in appliance 2, Place the end results in appliance 2, Place the end results in appliance 6

Place the dill in appliance 2, Place the end results in appliance 6

Place the cream in appliance 3, Place the end results in appliance 6

Place the salmon in appliance 4, Place the end results in appliance 2, Place the end results in appliance 6

Place the gelatine in appliance 6, Click appliance 6, Place the end results in appliance 5

Place the end results in big bowl

Cheese on the Platter

Place Cheddar on the platter

Place the Stilton on the Cheddar

Place Camembert on the Stilton

Place the Gorgonzola on the Camembert

Place the Limburger on the Gorgonzola

Place the Gouda on the Limburger

Place the Czechoslovakian Sheep's milk cheese on the Gouda

Place the Beaver cheese on the Czechoslovakian Sheep's milk cheese



EGGS & CHEATS



EGGS:

Before you install the game and you are at the browser for the game, click on the 7th level products.

Then click the pointing finger twice. You will now be at the Pythonline advertisement. Run the cursor along the upper left edge of the window (it is a real small area) Bryan's name will pop up and so will his picture. Who is Bryan you ask??? Well, if you find the egg you will know who he is. If you already have installed the game you can still get to the browser screen by using explorer and exploring CD One. Go to the directory Launch, then click on MOLCD.EXE, when the box pops up click on MOL.DBD.
(Thank you Bryan Kennedy for sending me this information)

Type in **NOWCOMEONITSFUNNYRIGHT** any time in the game and make the cursor point with a different finger.

Type **IHATETOCOOK** when playing the cooking game in Death and you will be surprised

While in **Material World**, Paradise, Go to the "SEX SEX SEX" Shop While being taunted for being a goat lover, type in **LOBSTERGIRL** and you will hear Lobster Girl!

Then type **LARRYPREFERSSHEEP**, and hear about Larry and his thing for sheep.

When you are at the **ending credits** type in **ALPHA** and see a cute baby, then type in **OMEGA** and the baby will go away.

While at the **ending credits** type in **ROBBIETREK** to see a picture of "Ensign Robbie" with Mr.Spock and Captain Kirk.

CHEATS

The beginning of the game:

Type in **THEREARENOMORALSATALL** to skip all the "Moral Dilemma" questions.

Live Organ Transplants:

Type in **IMNODOCTOR** to automatically complete a cut, do this after you have selected a tool to operate with. This will complete that surgery.

Type in **ICANTLOOSE** and it will be almost impossible to kill the patient.

The Autumn Years:

Type **IWANTTOWIN** to automatically win the dish game.

Death:

Location:, Death, House, Cabinet

Type **ILOVETOCOOK** and you will be finished with the game.

Material World:

When you are in level 1 of the Trophy Rooms

Type **GIMMESTUFF** to receive the
Pantomime Horse and the Encyclopedia
Salesman.

While at the Nature Preserve

Type **GIMMESTUFF** and receive the
Chainsaw, Victrola, Raspberry, Friar, 20
Insurance Buildings, and 51% VBCA stock.

While in the Mine

Type **COMPASS** to display a compass!

When you no longer want the compass type **NOCOMPASS**

Type **LETSGOHUNTING** and add all four versions of the World's
Funniest Joke.

b
y
B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

Spiritual World:

While playing Doom (the shooting Gallery)

Type **CRYPTWEAPONS** and you will be given the Sword of Righteousness

Type **CRYPTSHIELDS** and you will be given the Kevlar Vest of Faith

On the Path of Enlightenment

Type **GIMMESTUFF** and the Cattle Prod of Courage, the Helping Hands of Self-denial, the Sledgehammer of Humility, and the Rubber Hose of Purity will all be added to your inventory.

The Cottage:

When you are in the Computer Area

Type **CHEESYWEAPONS** and all eight pieces of cheese and the serving platter will be added to your inventory.

While playing the Meaning of Life Demo Game

Type **CHEESYWEAPONS** the puzzle will be solved for you and the peanut will be added to your inventory

Help!!!!!! I can't get in the attic

There is a bug in MOL, where the game appears to hang when you attempt to enter the attic. This is because you are currently playing on disk 2, where the attic sequence requires disk 1. The bug is that you cannot see the dialog box asking for disk 1 (and have no mouse cursor to click on the "OK" anyway). But the dialog box is there, invisible but expecting input, and the "hanging" is just the game waiting for you to click on the "OK".

There are two ways around this bug. They are as follows:

Method One:

Before you go into the attic, save the game. Go into the attic and exit the game. Start the game again with disk 1 in the drive. Choose your saved game -- the one that leads to the attic. The game will ask for disk 2. Mark the screen where the "OK" was on the dialog box. I used a little piece of a sticky note and stuck it on the screen. Switch to disk 2 and click OK. Attempt to enter the attic, the screen will go black. Bring up your start menu for Windows. This can be done by either pressing CTRL-ESC or by using the Windows Logo on a Windows 95 Keyboard.

You will now get a mouse cursor. Insert disk 1. Click on the screen where your mark is -- you can still see the mouse cursor as a result of bringing up the Start Menu. Because the (black) "window" where you click is part of MOL, the click also switches you back to MOL. But it also effectively clicks the "OK" on the invisible dialog box. And thus the attic appears.

Method Two:

Before clicking on the door, switch to Disc 1. Once you have switched discs and given the system enough time to recognize the new disc, click on the door. You should then receive a "blue-screen" error message asking you to re-insert Disc 2. Press ESC, and you will be returned to the door, and your cursor will disappear.

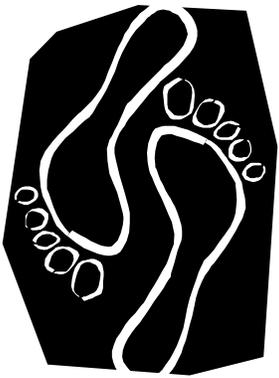
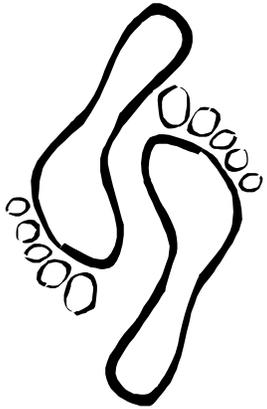
Press the space bar to continue to the next scene.

W
r
i
t
t
e
n
b
y
B
e
t
t
y
C
a
t

WALK THRU

N
o
r
o
R
e
s
e
-
e

W
r
i
t
t
e
n
b
y
B
e
t
t
y
C
a
t



N
o
t
f
o
r
R
e
s
a
i
e

THE MIRACLE OF BIRTH

Click on the Nurse so she gets the equipment
Go Right to get the patient, you will see an arm behind on of the machines
Click on the patient's arm 2 times
Click on the nurse
You need to turn on the equipment, click on each machine to do this--there are 11 machines
Listen to the dialog with the administrator
Click on the patient 2 times
Now click on the patient again so she gives birth
Collect the Penny from the "baby" slot machine
Click on the patient, she will give birth again, this time the baby will fly out a window in the door
Go out the door that the baby just went through
Go in the door where the baby lands
Answer the question (the answer does not matter)
Listen to the dialog
Click on Dad two times
Listen to the Song
Click on the boy behind Dad
Click on the girl to the right of Dad
Click on Mum
Click on the door and exit
Answer the question (the answer does not matter)
Go to your left
Click on Mr. Blackitt sitting by the window
Enter thru the Window
Click on Mr. Blackitt
Click on Mrs. Blackitt
Click on Mr. Blackitt three times to get all the conversation
Click on Mrs. Blackitt
Click on Mr. Blackitt
Click on Mrs. Blackitt two times to get all of the conversation
Click on the window 2 times
Go to Harry's which is just up the street
Use the Penny to buy a French Tickler
Go back to Mr. and Mrs. Blackitt's
Give the French Ticker to Mrs. Blackitt
Click on the Cream Pitcher to get it

N
O
t
f
o
r
R
e
s
a
i
e

GROWTH AND LEARNING

You are in the Chapel go left and click on the Chaplain
Click on Chaplain and listen to the prayer
Click on Chaplain two more times to place him back in the pew
Click on Headmaster
Click on the boys whose Mum died, click on the other boys
Click on the door to the left and enter the classroom after you answer the question
Click on door to let headmaster in
Click on Headmaster
Click on Wymer (student)
Click on Headmaster
Click on Students
Click on Headmaster
Click on Window
Click on Headmaster
Click on "You Don't Know" on the blackboard
Answer Question
Hit Spacebar
Play "You Don't Know John"
Answer 7 questions, the category doesn't matter, but do try to get the correct answers
Answer the Final John Questions. Wait until there is only one answer to choose from
You must get your name into the list of "Pantheon of Terribly Smart People" which is a score greater than 400
If you don't make the list play again
After you make the list you will be given a bottle of Linseed Oil
Answer the question
Give the bottle of Linseed oil to the student in the 3rd row, second seat He will give you an Empty Bottle.
Go out the door and into the chapel after you answer the question
Go to the Baptismal Fountain
Fill the bottle with water.

N
O
t
f
o
r
R
e
s
a
i
e

t
y
c
a
t

FIGHTING EACH OTHER

Click on the tents
Click on the Sign "Angry Zulu Warriors"
Answer the question
Click on the Tent
Keep clicking between Perkins and Ainsworth until Dr. Livingstone shows up
Click Livingstone
Click Perkins until you get the dialog about the Tiger
Click on Livingstone
Leave the tent
Go into the forest
Click on Ainsworth
Click on the Tiger Front End
Click on the Tiger Rear End
Click on the Tiger Front End
Click on the Tiger Rear End
Click on the Tiger Front End
Click on the Tiger Rear End
Click on the Tiger Front End
Click on the Tiger Rear End 4 times
Click on Ainsworth
Click on the bushes above the sign
Take the Hand of God
Click on the Sign
Answer the question
Click on the Mound
Click on the Mound again to get closer
Use the Hand of God on Soldier with Pointer
Get a leg
Exit the Mound
Click on the Tents
Click on the Sign "Angry Zulu Warriors"
Click on the Tent
Use the leg on Perkins
Get a can of Salmon

N
O
t
f
o
r
R
e
s
a
i
e

MIDDLE AGE

Click on Mrs. Hendy

Click on Start on Diana's breast

Pick from the Menu "Our Endangered Ocean Ecosystem"

After the conversation proceeds 5 times You will get a bale of Hay

Use Hay on the Cow

Get a pot of manure

Continue the conversation 5 rounds

Get a Rat

Click on the Rat

Click on the pipe

Get a drop of water on the manure

Continue the conversation 5 more times

Get a dam

Click on the dam 2 times so you get a light on the pot

Get a Dill

If you can not figure out the conversation go to: Mr.& Mrs. Hendy's Conversation on Page 7

**N
O
t
f
o
r
R
e
s
a
i
e**

LIVE ORGAN TRANSPLANTS

Click on Banner
Scroll to the bottom of the screen and Click on Announcer
Click on fridge
Click on Mrs. Bloke
Click on Man 2 times
Click on Mrs. Bloke
Click on man
Click on Mrs. Bloke
Click on Man
Listen to The Galaxy song
Get Liver
Click on Live Organ Transplant Sign
Answer Question
Pick a Tool
You will make 5 different incisions: Curved, Stair Step, Spiral, Penguin, and a Mr. Gumby (See Page 8)
When you have completed the 5 incisions place the liver in the belly
Get a Vacuum Cleaner
Click on Fridge
Answer Question
Click on Fridge
Clean up Galaxy with vacuum cleaner (8 items)
Now click on the four quads of space with vacuum cleaner
Get an Onion

B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

AUTUMN YEARS

Click on Mr. Creosote

Play the Plate Game (see page 8)

Click on Remaining Dish

Click on Mint

Watch Mr. Creosote explode

Take the gelatine from his belly



*******This part is optional*******

Enter Autumn again

Click Mr. Creosote

Play the Dish Puzzle again

Click the bottom plate

Click on the mint

Click on Accept

Watch the film clip

**N
O
t
f
o
r
R
e
s
a
l
e**

DEATH

Click on the Clouds to the left of the house 2 times
See God
Click on the Tree so the family of leaves kill themselves
Click on the Tree so the rest of the leaves fall
Click on the Tree and hear the story of the naked tree
Click on the leaves
Click on the Mausoleum
Click on the 5 statues
Go left and click on the Grim Reaper 3 times
The Grim Reaper will now walk to the house destroying everything
in his path
Click on the door
Answer the Question
Go in the house
Click on the guests to hear conversation
Go left to the cabinet
Put all ingredients (onion, water, dill, cream, salmon, and gelatine)
in the bowl, do not use the blenders
Get the red herring
Leave the cabinet
Shoot the Salmon Moose Fish
Watch the Scene
All are now Dead!

B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

Chapter Two

MATERIAL

Material and Spritual work hand in hand. In order to finish Material you have almost finish Spritual. In order to finish Spritual you have to finish Material.

When you enter Material you will see headphones hanging up, take the headphones

Go up the ladder to Level 3

Click on the Algon Probe

Get the Algon Probe

Go down the ladder to level 1

Click on the picture of the sea

Go right

Use the Algon Probe on the rocks

Click the probe

Get a bra

Click on the Windjammit ship to sink it

Click down and go under the sea

Click on the first chest on the right

Get 1% of shares of VBCOA

Click on the next chest on the right

Click on the guys

Watch the film clip

Click on the fourth chest on the right, get 10% of shares of the VBCOA

Click on Victrola, get the victrola

Go up

Click on the sea

Go to Paradise

Use the bra on the Lumberjack; he is standing in front of Sissy Sally's

Get his chainsaw

Go to Eat Eat Eat and click on it

Get a Raspberry

Click on Books Books Books

Get an Encyclopedia Salesman

Exit Paradise

Click on the cross and go to the Churches of the World

Click on each native hut and they will change into churches

Click on the Friar to get him

Click on each church one by one and drag it to the machine, when you are done you will have 20 insurance buildings

Go to nature Preserve

Click on the foliage until you see the Pantomime horse
Use the chainsaw on the foliage until the chainsaw breaks
Click on the phone
Click on the #1 on the phone
You will now have ruins
Place the Victrola on the ruins
Try to grab the horse, a Seal will appear
Use the Friar on the Seal 3 times
Give the Raspberry to the Greenpeace guy
Get the Pantomime Horse
Go to the Trophy Room
Go to Level 1
Put the Pantomime Horse on the empty wall plaque
Click on the horse
Use the Encyclopedia Salesman to open the safe
Get 40 % shares of the VBCOA
Go to the Nature Preserve
Place the 20 Insurance buildings around the island
When all 20 are placed the VBCOA will appear
Click on the VBCOA
Get Corporate Hatchet Man
Click on the Sea
Click on the Crimson Permanent (which is on top of the mountain in the sea)
Use the Hatchet man on the Crimson Permanent
Go to the Nature Preserve
Use the shares (51%) on the Crimson Permanent
Get the VBCOA
Click on the sea
Click on the barn to go to the farm
Click on the ground below where the cow is licking the fence, a farm women will appear
Click on dog, cat, cow, sheep, squirrel, and haystack
Click on them until they talk
Click on dog, cat, cow, sheep, squirrel, and haystack
Click on the barn
Keep clicking on them until they turn into weapons
Click on the women until she becomes a weapon
Keep clicking on the tractor until it leaves, leaving behind Missiles
Place the VBCOA behind the barn
Click on the missiles, a mine will open up
Go in the mine and get a bottle of Scotch Whiskey
Go in the barn, click on the table were the map is
Get an unexploded Scotsman
Give the whiskey to the Scotsman

N
O
t
f
o
r
R
e
s
a
i
e

t

**Take the Scotsman
Leave the barn
Go into the mine
Get a mine cart
Use the Scotsman on the wall to make a hole**

There are treasures spread out throughout the mine, but they are not important, Denis Moore will take them when you leave anyway. What you are looking for are 4 translations to the World's Funniest Joke (French, German, Chinese, and Arabic). There are 4 monsters in the mine (French, German, Chinese, and Arabic), each one gets a corresponding joke.

When you have killed all the monsters you can go through a hole in the wall to the Palace. (This hole will be in the same room as the Arabic Monster.)

**See the Mine Maze Walk Thru on page 9
See the Map of the Mine on page 15**

**If you haven't finished Spritual this is as far as you can go right now.
Click on the Bed
Use the Angel of Love (which you obtained in Spritual) to make the
guard like you
Click on the safe.
Get Ultimate Wealth.
You are finished with Material!!!!!!!**

You will now see the film clip of the VBCOA Board Meeting discussing the acquisition of the Meaning of Life.

SPRITUAL

Material and Spritual work hand in hand. In order to finish Material you have almost finish Spritual. In order to finish Spritual you have to finish Material.

**Get the Buddha Head which is next to Archway to Hell
Go to Hell**

Click on the World Class Topless Fortunes

Click on Mona Lisa two times

Get the Book of Horoscopes

Give the book of Horoscopes to the Woman who is outside

Get a Giant Frog which the women turns into

Go to Eat, Eat, Eat

Click the on EAT to get to the Almighty Big Burger

Click "Hopi Meal", Get Lunch

Click "Ma'Hot'ma Coffee", Get Coffee

Leave Hell

Click on Cross, go to the Churches of the World

Click on each native hut to replace it with a church

Go into the Mosque

Get a Buddha Head

Go inside the Protestant Church (Happy Church)

Click the Bible on the Pedestal

Click the Bible to open it

Click the Pages 12 times

Write down the Paul's Party Punch

Leave the Happy Church

Go into the Catholic Church

Click on the left pillars to get the Spanish Inquisition

Click on the Spanish Inquisition

Click on the woman, she will sit in a comfy chair

Give the lunch to the woman on the Comfy Chair

Get the Comfy Chair

Go to Egypt

Click on "Renew Membership"

Go into the Building, which is right of the building with the four pilars

Get Buddha head

Click on the refrigerator

Click the Panel

Click Triangle to open secret door to the Tomb

**Go into the Tomb, it is the new entrance to the building , two doorways
to your right**

**N
O
t
f
o
r
R
e
s
a
i
l
e**

Click on head over doorway
Get a handkerchief
Go to Stone Gumby land
Click on various drawings, until the historian goes away
Do the Rotating Puzzle
Click once on each section in this order: 1,3,1,1,1,3,3,2,2,2
Get the Cattle Prod of Courage
Put the handkerchief on uncovered Gumby head
Click the statues for clues about combination to unlock the curse on the tomb
Put the Giant Frog on Lily Pad, to drain the water and uncover the Cathedral
Go to the Cathedral
Get a Buddha Head
Click on yellow doorway 2 times to exit
Go to Egypt
Click on Tomb Entrance
Click on Doorway
Click on the Mummy case
Do the Tomb Puzzle
The combination is:Hedgehog, Larch, Mrs. Trepidatious, Spam, Ocarina
Give the Comfy Chair to Mummy
Click on the Steak Dinner, get Steak Dinner
Go to Tavern
Get a Buddha Head
Give "Paul's Party Punch" to Marx , Give him one drink at a time in the following order:
Tequila, Gin, Vodka, Sherry, Fermented Milk
Lenin will appear and then you will get the Sledgehammer of Humility
Give the Steak Dinner on Gandhi
Get the Kevlar Vest of Faith
Go to Bruce Buddha World
Do the Buddha puzzle:
Put all five Buddha heads on the headless statues, a button will appear
Press the button to hear the limerick, it will probably be out of order
Arrange the heads until the limerick is correct, press the button to check
When it is correct all the heads will say:
"There once was a Sheila from Sydney,
Who was missing ten teeth and a kidney,
But her Bruce found her dear,
`Cause she brewed her own beer,
He made out fair dinkem now didn't he?"

Get the Helping Hands of Self-denial
Go up the Pathway to the Zen Garden
You will see a Statue with just his head and butt sticking out of the sand
Just sit there and do nothing, do not move the mouse for about a minute or two
Get a Moist Towelette
Wait again.
Do not take the Towelette this time, don't move, keep waiting.
Get the Rubber Hose of Purity
Leave the Bruce Buddha Gardens
Go to Stone Gumby Land
Go to the Cathedral
Click on the floor below the green archway
Click on the desk, see "The Bishop" clip
Click on the yellow doorway 2 times
Go to Hell
Click the window of Wedding Chapel see the wedding
Click the window again ,see "The Bishop" clip
Go to Churches of the World
Go in the Catholic Church
Click on the organ, which is in front of you
Click on the Vicar, see "The Bishop" clip
Go to Bruce Buddha World
Click water near where the waiter's feet are sticking out
Click on the Vicar, see "The Bishop" clip
Get the Bishop's Mitre (hat)
Put the Mitre on hatless Buddha
Get Moses
Go to Churches of the World
Go in the Jewish Temple
Put Moses on the pedestal
Click the Star of David
Click right edge of scroll 14 times
Click on the Sword
Get the Sword of Righteousness
Go to the Cathedral
Look up above the yellow doorway
Go into the mouth
Use the sword to shoot the attackers in doorways; it takes 1 to 5 shots
Keep shooting until you kill them all
The doorway to the Path of Enlightenment will open
Go through the door

N
O
t
f
o
r
R
e
s
a
i
e

Click the rocks so a little man comes out
Use the Cattle Prod of Courage to get the man to walk on Hot Coals
Use the Helping Hands of Self-denial, so he doesn't lust at the naked women
Use the Sledgehammer of Humility to make him bow to the Goddess Kali
Use the Rubber Hose of Purity to make him pure
Go up the Mountain of Enlightenment
Click on the church
Get the Angel of Love
Click on the church
Go up the mountain
Click the Guru 3 times
Give the Ultimate Wealth to the Guru (which you will get when you finish Material)
Get Enlightenment
You will see the film clip "Christmas in Heaven"
You are now finished with Spritual!!!!!!!!!!

b
y
B
e
t
t
y
c
a
t

N
O
t
f
o
r
R
e
s
a
i
e

DENTAL

You cannot do Dental until you have finished Spirtual and Material

When you enter Dental everything is black

You need to turn on the light!!!



Use Enlightenment

Then click on the Mirror



YOU HAVE NOW WON A BIG SMILE,

But not the game!!!!

You are now ready to go into the Cottage

W
r
i
t
t
e
n
b
y
B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

Chapter Three

THE COTTAGE

IMPORTANT NOTES

Save a copy of the game from the beginning of the Cottage in case you have to start the cottage again, there are some major bugs in this part of the game!!

Do not go out the door to the beach until you have the shovel and Mr.Blowhard, if you do, you will not be able to finish the game.

There are 8 cheeses that are in different places through the cottage, which you must find. I can not tell you where they are because the locations change.

The cheeses are:

- Cheddar
- Stilton
- Camembert
- Gorgonzola
- Limburger
- Gouda
- Czechoslovakian Sheep's Milk
- Beaver

When you enter the Cottage you are in the Computer Area

Go to yellow Book Cabinet, there are three doors, click on upper door
(left side)

Get the Baked Beans

Go up and Click on the Statue on Yellow cabinet

Click on the paper

Get a Concerto

Click on the Pig

Click on the Pig's Mouth 10 times

Put the Baked Beans in his Mouth

Get the Spam

Click on the Picture cabinet

Play the Game, the object of this game is to have all female pictures,
except Gumby

Click the Upper Left Picture

Click the Upper Middle Picture

Click the Upper Right Picture
Get a Party Horn
Click on the Shaka computer
Click on the books by computer
Get a poem
Go to Middle of the Cottage
Click on Statue in the TV Area which is to the right of the blue curtain
Get Gumby
Click on the book in the yellow cabinet "Good Gardening Guide"
Click on the left page
Click on Chapter 11
Click on the raft
Get the raft
Click on Crimson Permanent, which is on the Yellow cabinet
Use the raft on Crimson Permanent
Get the Pirates
Go the Middle of Cottage
Click on Bookshelf Area
Click on the Ship
Put the pirates on the ship
Click on the mast to raise the sail
Click on the mask left of the ship, it will make wind to blow the ship
Click on the cabinet that the ship was on before it moved
Get a rude French mouse
Click on Statue that has a hole in its left hand
Put the Party Horn on its hand
Click on the Organ
Put the Concerto on the organ
Put the Poem on the organ
See Playing the Organ the First Time on Page 14
Click on the window to the right of the organ
Give the mouse to the Loony Announcer
Get an elephant
Click on the Bookshelf
Click the books, the books will part to show you doors
Click on the doors
Click on the paper under wheel
Get a recipe
Place the elephant in the wheel
Go to the Computer Area
Click on "Timmy", the computer
Type in the password "ngata", press Enter

Double Click on the Game Demo
Play the Meaning of Life Demo Game:

N
O
t
f
o
r
R
e
s
a
i
e

Place the recipe on the easel
Place water in processor 1
Place the end results in processor 6
Place the onion in processor 2
Place the end results in processor 2
Place the end results in processor 6
Place the dill in processor 2
Place the end results in processor 6
Place the cream in processor 3
Place the end results in processor 6
Place the salmon in processor 4
Place the end results in processor 2
Place the end results in processor 6
Place the gelatine in processor 6
Click processor 6
Place the end results in processor 5
Place the end results in big bowl
You will get a Peanut that will be placed on Timmy's screen
Put the peanut in the Recycle Bin
Exit from Timmy
Go down
Click on the Recycle Bin, which is between the two desks
Click on the peanut to get it
Click on Timmy the computer
Put the cheese in Recycle Bin
Exit from Timmy
Click on the Recycle Bin by the desk again to get the cheese
Go to the Bookshelf Area
Click on the Bookshelf
Click on the books, which will spread apart
Click on the doors
Place the peanut on the pedestal
Click on the peanut
Click on the Fireplace to get into the back room
Click on the Tibetan Book of Just Dying
Click on the right page 4 times
Get the Naked Girls
Click on the Orange coloured basket that is on the desk
Get Dennis Moore
Click on the shelf with the Knickknacks
Use the Naked Girls on man in suit
Click on the window the man ran to
Click on the sky, see the film clip "Death of Arthur Jarrett"
Click on the Mourners

N
O
t
f
o
r
R
e
s
a
i
e

Get a shovel
Exit the Window
Click on the second bookshelf to the right
Click on the books
Click on the door
Do the Sliding Puzzle
You don't have to solve the picture, just move the breast around to:
 1st-top row, third from the left-click on it
 2nd-second row, second from the left-click on it
 3rd-Top row, second from the left-click on it
 4th-Bottom row, third from the left-click on it
The Puzzle will open up-click on Mr. Blowhard 4 times
Get Mr. Blowhard
Exit the bookshelf
Click on the door
Go through the door
You are now in the Middle of the Cottage
Click on the door to the left of the phone hanging on the wall
Go through the door on to the beach
Use shovel on the "X"
Click on the hole
Click on the bikini
Use Mr. Blowhard on tube sticking out of the belly
Click on the breasts
Get a dead parrot
Get a peg leg
Exit the hole
Leave the beach
Click on the right window in the Computer Area
Use Dennis Moore on Lupin Express so he gets Lupins
Click on the chest
Get Lupins
Exit the window
Click on the sofa by the fireplace
Put the Spam on the tab in the medical bag
Put Gumby on the mask in the medical bag
Put the Lupins on the syringe in the medical bag
Put the dead parrot on Spam in the medical bag
The bag will close and open again
Get a undead parrot
Go to the Organ
Put the parrot on the perch
See Playing the Organ the Second Time Page 17
Click on the Parrot, he might repeat what was played
Click on the Parrot down by the perch to get the parrot

N
O
t
f
o
r
R
e
s
a
i
e

Click on the Fireplace, to get to the back room
Click on the "Who Can You Trust?" Picture
Click the picture again
Place the parrot on perch
Click the parrot
Use peg leg on the parrot, kill the parrot
Click on the left window
Click on the building (Houses of Parliament, Westminster)
Get the Tory Housewives
Exit the window
Click the door and go through it to go back to the Middle of Cottage
Go to the Computer Area
Click on Shaka computer
Click on the Shaka Computer again
Click on Delete
Click the screen
Go through the Door so you are inside the computer
Use the Tory Housewives on the workers
Get a serving platter
Leave the computer
Go to the sofa where the medical bag was
Click on the middle of the sofa
Put the platter on the hand
Place Cheddar on the platter
Place the Stilton on the Cheddar
Place Camembert on the Stilton
Place the Gorgonzola on the Camembert
Place the Limburger on the Gorgonzola
Place the Gouda on the Limburger
Place the Czechoslovakian Sheep's milk cheese on the Gouda
Place the Beaver cheese on the Czechoslovakian Sheep's milk cheese
Note: if you're not fast enough, the hand will go away. If you re-click on the middle of the sofa it to re-appear
You have now built a ladder to the attic
Go up the ladder and through the trap door
This is where the screen goes black for me and everyone else.
See getting into the attic on Page 27

N
O
t
f
o
r
R
e
s
a
i
e

y
c
a
t

Attic

Coming out of the vase is a hand holding a Black Cube, click on it.

The Black Cube will be thrown and it will open up.

Listen to the Woman in the Chair and the Man on the Telly

The women will proceed to tell you the Meaning of *Your* Life

Click on the characters from the game

Watch the film clip.

The Credits will now roll and you are finished!!!!

W
r
i
t
t
e
n
b
y
B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

The Meaning of Life

Why are we here? What's life all about?
Is God really real, or is there some doubt?
Well, tonight, we're going to sort it all out,
For, tonight, it's 'The Meaning of Life'.
What's the point of all this hoax?
Is it the chicken and the egg time? Are we just yolks?
Or, perhaps, we're just one of God's little jokes.
Well, ça c'est le 'Meaning of Life'.
Is life just a game where we make up the rules
While we're searching for something to say,
Or are we just simply spiralling coils
Of self-replicating DNA. Nay, nay, nay, nay, nay, nay.
In this 'life', what is our fate?
Is there Heaven and Hell? Do we reincarnate?
Is mankind evolving, or is it too late?
Well, tonight, here's 'The Meaning of Life'.
For millions, this 'life' is a sad vale of tears,
Sitting 'round with rien nothing to say
While the scientists say we're just simply spiralling coils
Of self-replicating DNA. Nay, nay, nay, nay, nay, nay.
So, just why-- why are we here,
And just what-- what-- what-- what do we fear?
Well, ce soir, for a change, it will all be made clear,
For this is 'The Meaning of Life'. C'est le sens de la vie.
This is 'The Meaning of Life'.

B
e
t
t
y
c
a
t

N
o
t
f
o
r
R
e
s
a
i
e

W
r
i
t
t
e
n
b
y
B
e
t
t
y
C
a
t

Please visit my web site at:
<http://www.bettycat.com>



N
O
t
f
o
r
R
e
s
a
i
e